

59 Developers, 20 Questions – 1985 Interview Special

This fun little questionnaire was featured in the October 1985 edition of BEEP! magazine, an early video game publication in Japan. Many of the fifty-nine (!) developers interviewed here all went on to have long careers at Namco, Capcom, Nintendo, Square, Enix, and elsewhere. It's a charming time-capsule view of this period.

Namco < <https://shmuplations.com/archive/> > | **Enix** < <https://shmuplations.com/archive/> > | **Square** < <https://shmuplations.com/archive/> > | **Koei** < <https://shmuplations.com/archive/> > | **Chunsoft** < <https://shmuplations.com/archive/> > | **Hudson** < <https://shmuplations.com/archive/> > | **HAL** < <https://shmuplations.com/archive/> > | **Capcom** < <https://shmuplations.com/archive/> > | **Irem** < <https://shmuplations.com/archive/> > | **UPL** < <https://shmuplations.com/archive/> > | **Game Arts** < <https://shmuplations.com/archive/> > | **Nihon Falcom** < <https://shmuplations.com/archive/> > | **Sunsoft** < <https://shmuplations.com/archive/> > | **Nichibutsu** < <https://shmuplations.com/archive/> > | **Jaleco** < <https://shmuplations.com/archive/> > | **Hot-B** < <https://shmuplations.com/archive/> >



shmuplations <

Yuji Horii / Enix / The Portopia Serial Murder Case <
http://en.wikipedia.org/wiki/The_Portopia_Serial_Murder_Case>

patreon <
<https://patreon.com/shmuplations>>

Q1. How or why did you become a video game designer?

I first bought a computer just because they were popular, and before I knew it, I was designing games.

Q2. Are you religious?

No.

Q3. What are you most scared of?

My own abilities! Wahaha!

Q4. What is the ultimate fast food?

In the summer I've got to have **Hiyashibakashisoba** <
<http://f1.supleks.jp/image/2013/05/18/20/91uDFMr5co51976ce71d4e091bCjBo7z.jpg>> .

Q5. Do you have a reoccurring dream?

I think I dream something new each night.

Q6. If you hadn't been a game designer, what would you have been?

Lately, I think being a teacher would also have been good for me.

Q7. Are you a person who loves eating?

No.

Q8. What is the thing you want most in the world now?

A pill to shrink my stomach.

Q9. What was the first game you ever played?

Probably hide and seek...

Q10. What do you hate most about computers?

How stupid they can be.

Q11. What do you like best about computers?

...how stupid they can be!

Q12. What is your favorite game?

Ultima II or **Questron** <
<http://en.wikipedia.org/wiki/Questron>> .



Q13. Is there any game designer today who you've got your eye on?

Yes, game designers who are focusing on Adventure and Roleplaying games.

Q14. Who is your favorite manga artist?

Tetsuya Chiba <

http://en.wikipedia.org/wiki/Tetsuya_Chiba> ,

Mitsuru Adachi <

http://en.wikipedia.org/wiki/Mitsuru_Adachi> ,

Katsuhiro Otomo <

http://en.wikipedia.org/wiki/Katsuhiro_Otomo> , and more.

Q15. Do you feel a special pride for any of the games you've created?

I feel that way about every game we do, for about a month after its release.

Q16. What qualities are necessary to be a game designer?

1. liking games 2. a spirit of service to others 3. delusions of grandeur

Q17. Do you play games outside of work?

Yes.

Q18. How does one become a game designer?

By wanting to be one. What man dreams, he can achieve.

Q19. Is there money in being a game designer?

You can make a decent income.

Q20. Is there a future to the career of game designer?

Well now...

Kou Shibusawa / Koei / Nobunaga's Ambition

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Q1. How or why did you become a video game designer?

It happened without me realizing it.

Q2. Are you religious?



No.

Q3. What are you most scared of?

Women.

Q4. What is the ultimate fast food?

Curry soba.

Q5. Do you have a reoccurring dream?

Harem.

Q6. If you hadn't been a game designer, what would you have been?

Shogi < <http://en.wikipedia.org/wiki/Shogi>> player.

Q7. Are you a person who loves eating?

Yes.

Q8. What is the thing you want most in the world now?

Healthy food that is delicious and will make you thin!

Q9. What was the first game you ever played?

Rock, paper, scissors.

Q10. What do you hate most about computers?

They evolve too quickly.

Q11. What do you like best about computers?

Their ability to do high-speed calculations.

Q12. What is your favorite game?

Anything works, if it's got an element of gambling in it.

Q13. Is there any game designer today who you've got your eye on?

No.

Q14. Who is your favorite manga artist?

Yasuji Tanioka <

<http://hilobrow.com/2011/08/29/yasuji-tanioka/>> ,

Tatsuo Nitta <

[https://www.mangaupdates.com/authors.html?](https://www.mangaupdates.com/authors.html?id=7589)

[id=7589](https://www.mangaupdates.com/authors.html?id=7589)>



Q15. Do you feel a special pride for any of the games you've created?

Nobunaga's Ambition.

Q16. What qualities are necessary to be a game designer?

1. guts 2. experience 3. intuition

Q17. Do you play games outside of work?

Yes.

Q18. How does one become a game designer?

You keep thinking, "I want to be a game designer."

Q19. Is there money in being a game designer?

No.

Q20. Is there a future to the career of game designer?

There is.

Hironobu Sakaguchi / Square / The Death Trap <
http://en.wikipedia.org/wiki/The_Death_Trap>



Q1. How or why did you become a video game designer?

When I joined Square, I thought I was just going to do some clerical work or something, but before I knew it I was designing games.

Q2. Are you religious?

No.

Q3. What are you most scared of?

Yacchan.1

Q4. What is the ultimate fast food?

Katsudon, hands down.

Q5. Do you have a reoccurring dream?

Yeah, one where I'm with everyone and we're all debugging.

Q6. If you hadn't been a game designer, what would you have been?



Playboy.

Q7. Are you a person who loves eating?

Yes (excessively, these days).

Q8. What is the thing you want most in the world now?

Toilet paper (we're running low!)

Q9. What was the first game you ever played?

Star Trek.

Q10. What do you hate most about computers?

Using them for work.

Q11. What do you like best about computers?

That they can be used for work.

Q12. What is your favorite game?

Archon (Apple II).

Q13. Is there any game designer today who you've got your eye on?

Bill Budge <

http://en.wikipedia.org/wiki/Bill_Budge> .

Q14. Who is your favorite manga artist?

Ritsuko Hara <

<http://ja.wikipedia.org/wiki/%E5%8E%9F%E5%BE%8B%E5%AD%90>> .

Q15. Do you feel a special pride for any of the games you've created?

Will: The Death Trap II, for its animation.

Q16. What qualities are necessary to be a game designer?

1. mouth 2. eyes 3. hands

Q17. Do you play games outside of work?

Yes (naturally!).

Q18. How does one become a game designer?

Apply for a part-time job! Show some chutzpah!

Q19. Is there money in being a game designer?



Yes.

Q20. Is there a future to the career of game designer?

Well, I think so...

Kouichi Nakamura / Chunsoft / [Door Door](http://en.wikipedia.org/wiki/Door_Door) <
http://en.wikipedia.org/wiki/Door_Door> , [Neutron](http://19xx-s-rank.seesaa.net/article/363720839.html) <
<http://19xx-s-rank.seesaa.net/article/363720839.html>>

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Q1. How or why did you become a video game designer?

Without intending it.

Q2. Are you religious?

No.

Q3. What are you most scared of?

A phone call from Yukinobu Chida (the head of Enix development).

Q4. What is the ultimate fast food?

Katsudon.

Q5. Do you have a reoccurring dream?

Yes, dreams about mahjong and bingo.

Q6. If you hadn't been a game designer, what would you have been?

A normal college student.

Q7. Are you a person who loves eating?

No.

Q8. What is the thing you want most in the world now?

A house.

Q9. What was the first game you ever played?

Suckling.

Q10. What do you hate most about computers?

The way they beep at you when they don't like what you're doing.

Q11. What do you like best about computers?



You can work them day and night and they don't complain.

Q12. What is your favorite game?

Libble Rabble <

http://en.wikipedia.org/wiki/Libble_Rabble> .

Q13. Is there any game designer today who you've got your eye on?

Masanobu Endou <

http://en.wikipedia.org/wiki/Masanobu_End%C5%8D

> of Namco.

Q14. Who is your favorite manga artist?

Hisashi Eguchi <

http://en.wikipedia.org/wiki/Hisashi_Eguchi> .

Q15. Do you feel a special pride for any of the games you've created?

Door Door.

Q16. What qualities are necessary to be a game designer?

1. liking games 2. being able to program 3. a nice face

Q17. Do you play games outside of work?

Yes.

Q18. How does one become a game designer?

Sleep well, eat well.

Q19. Is there money in being a game designer?

No.

Q20. Is there a future to the career of game designer?

If not, then I'm in trouble.

Satoru Iwata / HAL Laboratories / Hole in One (MSX) <

<https://www.youtube.com/watch?v=rcpeUXexmg4>>

Q1. How/why did you become a video game designer?

Because I like games.

Q2. Are you religious?



No.

Q3. What are you most scared of?

Earthquakes.

Q4. What is the ultimate fast food?

A big portion of mixed **chuukadon** <

<http://en.wikipedia.org/wiki/Ch%C5%ABkadon>> .

Q5. Do you have a reoccurring dream?

I only dream rarely.

Q6. If you hadn't been a game designer, what would you have been?

A normal programmer.

Q7. Are you a person who loves eating?

Yes.

Q8. What is the thing you want most in the world now?

A car.

Q9. What was the first game you ever played?

Terebi Tennis <

<http://ja.wikipedia.org/wiki/%E3%83%86%E3%83%A>

[C%E3%83%93%E3%83%86%E3%83%8B%E3%82%B9](http://ja.wikipedia.org/wiki/%E3%83%86%E3%83%8B%E3%82%B9)

[≥](http://ja.wikipedia.org/wiki/%E3%83%86%E3%83%8B%E3%82%B9) .

Q10. What do you hate most about computers?

How incredibly stupid they can be.

Q11. What do you like best about computers?

How incredibly fast they are at calculations, and that they never forget anything.

Q12. What is your favorite game?

F1 Race < [https://www.youtube.com/watch?](https://www.youtube.com/watch?v=mSx58Z_fQNA)

[v=mSx58Z_fQNA](https://www.youtube.com/watch?v=mSx58Z_fQNA)> on the Famicom.

Q13. Is there any game designer today who you've got your eye on?

Akio Hanyuu <

<http://ja.kirby.wikia.com/wiki/%E7%BE%BD%E7%94>

[%9F%E6%98%AD%E5%A4%AB](http://ja.kirby.wikia.com/wiki/%E7%BE%BD%E7%94%E6%98%AD%E5%A4%AB)> . 2



Q14. Who is your favorite manga artist?

Rumiko Takahashi <

http://en.wikipedia.org/wiki/Rumiko_Takahashi> .

Q15. Do you feel a special pride for any of the games you've created?

Hole in One, **Rollerball** <

http://en.wikipedia.org/wiki/Rollerball_%28video_game%29> , **Tetsuman** < <http://www.generation-msx.nl/software/hal-laboratory/tetsuman/562/>> .

Q16. What qualities are necessary to be a game designer?

1. lots of patience 2. a glint in the eye 3. liking games

Q17. Do you play games outside of work?

No.

Q18. How does one become a game designer?

Train at HAL Labs.

Q19. Is there money in being a game designer?

Yes.

Q20. Is there a future to the career of game designer?

Yes. Definitely!

Shinichi Nakamoto / Hudson / Dezeni Land <

<http://www.hardcoregaming101.net/dezeniland/dezeniland.htm>> ^

Q1. How or why did you become a video game designer?

Because it was fun.

Q2. Are you religious?

No.

Q3. What are you most scared of?

My wife.

Q4. What is the ultimate fast food?

Katsudon.

Q5. Do you have a reoccurring dream?



SEX.

Q6. If you hadn't been a game designer, what would you have been?

A race car driver or a cabbie.

Q7. Are you a person who loves eating?

Yes.

Q8. What is the thing you want most in the world now?

A new wife.

Q9. What was the first game you ever played?

Tennis game.

Q10. What do you hate most about computers?

They're annoying.

Q11. What do you like best about computers?

They can do a lot.

Q12. What is your favorite game?

Xevious.

Q13. Is there any game designer today who you've got your eye on?

No.

Q14. Who is your favorite manga artist?

Osamu Tezuka <

http://en.wikipedia.org/wiki/Osamu_Tezuka>

Q15. Do you feel a special pride for any of the games you've created?

No.

Q16. What qualities are necessary to be a game designer?

1. fortitude 2. delinquency 3. patience

Q17. Do you play games outside of work?

Yes.

Q18. How does one become a game designer?

Bluff your way through an interview.



Q19. Is there money in being a game designer?

Yes.

Q20. Is there a future to the career of game designer?

No.

Tokuro Fujiwara / Capcom / Roc'n Rope <
http://en.wikipedia.org/wiki/Roc_%27N_Rope> , [Vulgus <](http://en.wikipedia.org/wiki/Vulgus)
<http://en.wikipedia.org/wiki/Vulgus>>

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Q1. How or why did you become a video game designer?

I had an interest beyond simple design.

Q2. Are you religious?

No.

Q3. What are you most scared of?

[blank]

Q4. What is the ultimate fast food?

Katsudon.

Q5. Do you have a reoccurring dream?

[blank]

Q6. If you hadn't been a game designer, what would you have been?

Product designer.

Q7. Are you a person who loves eating?

No.

Q8. What is the thing you want most in the world now?

Superpowers.

Q9. What was the first game you ever played?

The game called life.

Q10. What do you hate most about computers?

How conventional and standardized they've become.

Q11. What do you like best about computers?

They can perfectly recall what they've memorized.

Q12. What is your favorite game?



Baseball.

Q13. Is there any game designer today who you've got your eye on?

No.

Q14. Who is your favorite manga artist?

Hiroshi Miyamoto.

Q15. Do you feel a special pride for any of the games you've created?

Commando <

**[http://en.wikipedia.org/wiki/Commando_%28video_g
ame%29](http://en.wikipedia.org/wiki/Commando_%28video_game%29)> .**

Q16. What qualities are necessary to be a game designer?

1. a flexible mind 2. a passion for play 3. a fighting personality

Q17. Do you play games outside of work?

Yes.

Q18. How does one become a game designer?

By getting up the will to do so.

Q19. Is there money in being a game designer?

Yes.

Q20. Is there a future to the career of game designer?

Yes.

Takashi Nishiyama / Irem / Kung Fu Master <
http://en.wikipedia.org/wiki/Kung-Fu_Master>



Q1. How or why did you become a video game designer?

It was how things took their course.

Q2. Are you religious?

Yes.

Q3. What are you most scared of?

Location tests.



Q4. What is the ultimate fast food?

Omu-rice < <http://en.wikipedia.org/wiki/Omurice>> .

Q5. Do you have a reoccurring dream?

I've made it so I almost never dream.

Q6. If you hadn't been a game designer, what would you have been?

A journalist or a writer.

Q7. Are you a person who loves eating?

Yes.

Q8. What is the thing you want most in the world now?

BMW Alpina B-9.

Q9. What was the first game you ever played?

Block-breaking (Breakout-style) game.

Q10. What do you hate most about computers?

Progammig languages that are based on English.

Q11. What do you like best about computers?

The ways they're smarter than me.

Q12. What is your favorite game?

Lode Runner (computer version)

Q13. Is there any game designer today who you've got your eye on?

Not particularly.

Q14. Who is your favorite manga artist?

Tetsuya Chiba < http://en.wikipedia.org/wiki/Tetsuya_Chiba> , **Mikio Igarashi** < http://en.wikipedia.org/wiki/Mikio_Igarashi>

Q15. Do you feel a special pride for any of the games you've created?

Moon Patrol, Kung Fu Master

Q16. What qualities are necessary to be a game designer?



1. not liking games too much 2. having an intuition for what the masses want 3. craving the limelight

Q17. Do you play games outside of work?

Yes.

Q18. How does one become a game designer?

Go down to your local printer and have him make you a business card that says "Game Designer" on it.

Q19. Is there money in being a game designer?

Yes.

Q20. Is there a future to the career of game designer?

If designers can evolve along with the hardware, then the future could be bright.

Yoshiki Okamoto / Capcom / Exed Exes <
http://en.wikipedia.org/wiki/Exed_Exes>

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Q1. How or why did you become a video game designer?

I wanted to work at a company that paid a good wage.

Q2. Are you religious?

Yes.

Q3. What are you most scared of?

The income results from our location tests, and games from other companies that resemble ours.

Q4. What is the ultimate fast food?

Katsudon.

Q5. Do you have a reoccurring dream?

I don't dream very often. When I do, it's usually about God.

Q6. If you hadn't been a game designer, what would you have been?

I had wanted to be an illustrator.

Q7. Are you a person who loves eating?

No.



Q8. What is the thing you want most in the world now?

To be 180cm (6'0") tall.

Q9. What was the first game you ever played?

Space Invaders.

Q10. What do you hate most about computers?

Their limitations.

Q11. What do you like best about computers?

Making them run just as I've programmed.

Q12. What is your favorite game?

Dig Dug.

Q13. Is there any game designer today who you've got your eye on?

Takashi Nishiyama from Irem. Kazutoshi Ueda from Tecmo.

Q14. Who is your favorite manga artist?

Michio Hisauchi <

<http://ja.wikipedia.org/wiki/%E3%81%B2%E3%81%95%E3%81%86%E3%81%A1%E3%81%BF%E3%81%A1%E3%81%8A> > , **Dirty Matsumoto** <

<http://ja.wikipedia.org/wiki/%E3%83%80%E3%83%BC%E3%83%86%E3%82%A3%E3%83%BB%E6%9D%BE%E6%9C%AC> > .

Q15. Do you feel a special pride for any of the games you've created?

Time Pilot, Son Son.

Q16. What qualities are necessary to be a game designer?

1. a dauntless heart 2. an adaptable mind 3. all-nighter fortitude

Q17. Do you play games outside of work?

Yes.

Q18. How does one become a game designer?



With basic drawing abilities and some understanding of games, anyone can be a game designer.

Q19. Is there money in being a game designer?

Yes.

Q20. Is there a future to the career of game designer?

Of course.

**Noritaka Funamizu / Capcom / SideArms <
http://en.wikipedia.org/wiki/Hyper_Dyne_Side_Arms>**

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Q1. How or why did you become a video game designer?

The guy who interviewed me was funny.

Q2. Are you religious?

Yes.

Q3. What are you most scared of?

Disapproval from my bosses, changes to the game design plans.

Q4. What is the ultimate fast food?

Szechuan takeout.

Q5. Do you have a reoccurring dream?

Yes. I see the future when I dream.

Q6. If you hadn't been a game designer, what would you have been?

Illustrator.

Q7. Are you a person who loves eating?

Yes.

Q8. What is the thing you want most in the world now?

Girls.

Q9. What was the first game you ever played?

Space Invaders.

Q10. What do you hate most about computers?

Their limitations.



Q11. What do you like best about computers?

Their many abilities.

Q12. What is your favorite game?

1942.

Q13. Is there any game designer today who you've got your eye on?

Yoshiki Okamoto.

Q14. Who is your favorite manga artist?

Fujihiko Hosono <

http://en.wikipedia.org/wiki/Fujihiko_Hosono> ,

Katsuhiro Otomo <

http://en.wikipedia.org/wiki/Katsuhiro_Otomo> .

Q15. Do you feel a special pride for any of the games you've created?

None.

Q16. What qualities are necessary to be a game designer?

1. brains 2. adaptability 3. you must like to play a lot

Q17. Do you play games outside of work?

Yes.

Q18. How does one become a game designer?

If you can draw, have a wide range of knowledge, and you have a flexible mind, you can get hired as a game designer.

Q19. Is there money in being a game designer?

Yes.

Q20. Is there a future to the career of game designer?

I'd like to believe there is.

Tatsuro Okamoto / Namco / Metrocross <
<http://en.wikipedia.org/wiki/Metro-Cross>>



Q1. How or why did you become a video game designer?

Life lead me here.

Q2. Are you religious?

No.

Q3. What are you most scared of?

Money (people harassing me to send them money, that is)

Q4. What is the ultimate fast food?

Katsudon.

Q5. Do you have a reoccurring dream?

Yes, a dream where I'm riding a Honda GP-500 bike and I crash.

Q6. If you hadn't been a game designer, what would you have been?

A normal salaryman.

Q7. Are you a person who loves eating?

Yes.

Q8. What is the thing you want most in the world now?

A personal chauffeur, mechanic, and parking space.

Q9. What was the first game you ever played?

Block-breaking (Breakout-style) game.

Q10. What do you hate most about computers?

The things I don't understand.

Q11. What do you like best about computers?

The things I don't understand.

Q12. What is your favorite game?

Mahjongg, pachinko... and Namco's games.

Q13. Is there any game designer today who you've got your eye on?

The people at Namco. I don't really know any game designers from other companies.

Q14. Who is your favorite manga artist?

Yoshihisa Tagami <

<http://www.animenewsnetwork.com/encyclopedia/pe>



https://en.wikipedia.org/wiki/Mikio_Igarashi <
[http://en.wikipedia.org/wiki/Mikio_Igarashi](https://en.wikipedia.org/wiki/Mikio_Igarashi)>, and
others.

Q15. Do you feel a special pride for any of the games
you've created?

Metrocross.

Q16. What qualities are necessary to be a game
designer?

1. be human 2. like to play 3. and be down-to-earth

Q17. Do you play games outside of work?

No.

Q18. How does one become a game designer?

Becoming one is the easy part: it's what comes after
that's hard.

Q19. Is there money in being a game designer?

No. I'm just a humble salaryman.

Q20. Is there a future to the career of game designer?

If there's not, what will become of me...?

Tsutomu Fujisawa / UPL / [Ninja-Kid](http://en.wikipedia.org/wiki/Ninja-Kid) <
<http://en.wikipedia.org/wiki/Ninja-Kid>>



Q1. How or why did you become a video game
designer?

I liked creating things, and I liked games.

Q2. Are you religious?

No.

Q3. What are you most scared of?

Dying, being poor.

Q4. What is the ultimate fast food?

[Tendon](http://en.wikipedia.org/wiki/Donburi) < <http://en.wikipedia.org/wiki/Donburi>> .

(tempura donburi)

Q5. Do you have a reoccurring dream?

Being chased by a serial killer, or Godzilla.



Q6. If you hadn't been a game designer, what would you have been?

1. A writer, 2. an aircraft designer.

Q7. Are you a person who loves eating?

No.

Q8. What is the thing you want most in the world now?

Honda Prelude 20si.

Q9. What was the first game you ever played?

Seesaw Jump < http://segaretro.org/Seesaw_Jump > .

Q10. What do you hate most about computers?

They can only do what you've instructed them to do.

They have no personality.

Q11. What do you like best about computers?

How fast they can do calculations. That's all.

Q12. What is your favorite game?

Space Fury < http://segaretro.org/Space_Fury > .

Q13. Is there any game designer today who you've got your eye on?

Atari's game designers.

Q14. Who is your favorite manga artist?

Yasuji Tanioka <

<http://hilobrow.com/2011/08/29/yasuji-tanioka/> > ,

Katsuhiro Otomo <

http://en.wikipedia.org/wiki/Katsuhiro_Otomo > .

Q15. Do you feel a special pride for any of the games you've created?

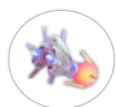
Ninja-kid, Penguin-kun.

Q16. What qualities are necessary to be a game designer?

1. being able to simulate things in your mind 2. a distaste for copying others 3. talent at drawing

Q17. Do you play games outside of work?

Yes.



Q18. How does one become a game designer?

Play every game ever made. Then think of something that has never been done and make it a reality.

Q19. Is there money in being a game designer?

No.

Q20. Is there a future to the career of game designer?

No.

Atsushi Kanao / 19 / TamTam / Wingman



Q1. How or why did you become a video game designer?

I was a player before I was a designer.

Q2. Are you religious?

No.

Q3. What are you most scared of?

Bugs.

Q4. What is the ultimate fast food?

Ramen.

Q5. Do you have a reoccurring dream?

Yes, and it's a bad one.

Q6. If you hadn't been a game designer, what would you have been?

A normal student.

Q7. Are you a person who loves eating?

No.

Q8. What is the thing you want most in the world now?

Free time, money, and a girlfriend.

Q9. What was the first game you ever played?

Trump.

Q10. What do you hate most about computers?

When they go crazy.

Q11. What do you like best about computers?



If you use them right, you can surpass your own limits.

Q12. What is your favorite game?

Wingman.

Q13. Is there any game designer today who you've got your eye on?

Koichi Nakamura.

Q14. Who is your favorite manga artist?

Mikio Igarashi.

Q15. Do you feel a special pride for any of the games you've created?

Wingman.

Q16. What qualities are necessary to be a game designer?

1. guts 2. money 3. free time

Q17. Do you play games outside of work?

Yes

Q18. How does one become a game designer?

Read all the computer-related magazines you can, play games until you're sick of them, and learn to see them objectively.

Q19. Is there money in being a game designer?

No.

Q20. Is there a future to the career of game designer?

There is.

Tadashi Makimura / 33 / Enix / El Dorado Denki <
<http://www.hardcoregaming101.net/eldoradodenki/eldoradodenki.htm>> ^

Q1. How or why did you become a video game designer?

I just ended up here...

Q2. Are you religious?

No.

Q3. What are you most scared of?



Poverty.

Q4. What is the ultimate fast food?

Katsudon.

Q5. Do you have a reoccurring dream?

Not particularly.

Q6. If you hadn't been a game designer, what would you have been?

A starving manga artist.

Q7. Are you a person who loves eating?

It depends on how hungry I am.

Q8. What is the thing you want most in the world now?

Fame, fortune, and a laserdisc player.

Q9. What was the first game you ever played?

Probably... rock paper scissors.

Q10. What do you hate most about computers?

If you don't tell them what to do, they don't do anything.

Q11. What do you like best about computers?

They do exactly as they're told!

Q12. What is your favorite game?

Xevious.

Q13. Is there any game designer today who you've got your eye on?

Nakamura-kun and Morita-kun are great, but I don't really care.

Q14. Who is your favorite manga artist?

None (in the past it was Sanpei Shirato).

Q15. Do you feel a special pride for any of the games you've created?

Yes, for all of them!

Q16. What qualities are necessary to be a game designer?



1. Intelligence. 2. Some programming ability. 3. Being able to know what will/won't sell.

Q17. Do you play games outside of work?

Yes.

Q18. How does one become a game designer?

With a little luck.

Q19. Is there money in being a game designer?

Yeah, if you never sleep.

Q20. Is there a future to the career of game designer?

I can't tell the future.

Hiroto Sasaki / 22 / Carry Lab / Hiroton Wars



Q1. How or why did you become a video game designer?

Because I like games.

Q2. Are you religious?

No.

Q3. What are you most scared of?

[blank]

Q4. What is the ultimate fast food?

I don't really have one.

Q5. Do you have a reoccurring dream?

I don't remember them.

Q6. If you hadn't been a game designer, what would you have been?

I've never thought about it.

Q7. Are you a person who loves eating?

No.

Q8. What is the thing you want most in the world now?

Money.

Q9. What was the first game you ever played?

I don't remember.



Q10. What do you hate most about computers?

How slow they are. And that they don't work without power.

Q11. What do you like best about computers?

There are things you can only do with a computer.

Q12. What is your favorite game?

None at the moment.

Q13. Is there any game designer today who you've got your eye on?

I don't pay attention to what others are doing.

Q14. Who is your favorite manga artist?

Rumiko Takahashi, stuff like that.

Q15. Do you feel a special pride for any of the games you've created?

Not particularly.

Q16. What qualities are necessary to be a game designer?

1. Love games. 2. Be able to make games. 3. Understand game design.

Q17. Do you play games outside of work?

Yes.

Q18. How does one become a game designer?

If you understand game design, you can be a game designer.

Q19. Is there money in being a game designer?

No.

Q20. Is there a future to the career of game designer?

It should be ok, for a few years at least.

Hiroshi Hasegawa / 24 / Carry Lab / Great Escape



Q1. How or why did you become a video game designer?

It just happened.



Q2. Are you religious?

No.

Q3. What are you most scared of?

Dying.

Q4. What is the ultimate fast food?

Sushi, of course.

Q5. Do you have a reoccurring dream?

I rarely dream.

Q6. If you hadn't been a game designer, what would you have been?

A schoolteacher (damn, I want that summer vacation!!)

Q7. Are you a person who loves eating?

Yes.

Q8. What is the thing you want most in the world now?

Money, a home.

Q9. What was the first game you ever played?

I don't remember.

Q10. What do you hate most about computers?

Their incompetence, their shallowness.

Q11. What do you like best about computers?

They're dumber than me?

Q12. What is your favorite game?

[blank]

Q13. Is there any game designer today who you've got your eye on?

No one in particular.

Q14. Who is your favorite manga artist?

[blank]

Q15. Do you feel a special pride for any of the games you've created?

Chack'n Pop.



Q16. What qualities are necessary to be a game designer?

1. Optimism. 2. Indecisiveness. 3. Pride.

Q17. Do you play games outside of work?

Yes.

Q18. How does one become a game designer?

If you want to be one and you put in the work, you'll get there.

Q19. Is there money in being a game designer?

Yes.

Q20. Is there a future to the career of game designer?

If not, I'm in trouble. I have to admit, it doesn't look good though... but I'll cross that bridge when I get to it.

Tetsuya Sasaki / 24 / Carry Lab / Front Line



Q1. How or why did you become a video game designer?

It's probably because of Space Invaders.

Q2. Are you religious?

No.

Q3. What are you most scared of?

Power outages.

Q4. What is the ultimate fast food?

?

Q5. Do you have a reoccurring dream?

?

Q6. If you hadn't been a game designer, what would you have been?

Company President.

Q7. Are you a person who loves eating?

No.

Q8. What is the thing you want most in the world now?



[blank]

Q9. What was the first game you ever played?

Rock, Paper, Scissors.

Q10. What do you hate most about computers?

That some models don't sell very well.

Q11. What do you like best about computers?

Their storage abilities.

Q12. What is your favorite game?

Libble Labble, Galaga, Gaplus.

Q13. Is there any game designer today who you've got your eye on?

None.

Q14. Who is your favorite manga artist?

Rumiko.

Q15. Do you feel a special pride for any of the games you've created?

Victorious Nine.

Q16. What qualities are necessary to be a game designer?

1. Be good at games. 2. Your ability to cram content into limited memory. 3. Speed.

Q17. Do you play games outside of work?

Yes.

Q18. How does one become a game designer?

Keep persevering until machine code is second nature.

Learn assembly and make something on your own first.

Q19. Is there money in being a game designer?

No.

Q20. Is there a future to the career of game designer?

The future belongs to game designers.



Q1. How or why did you become a video game designer?

I had access to a microcomputer.

Q2. Are you religious?

No.

Q3. What are you most scared of?

?

Q4. What is the ultimate fast food?

?

Q5. Do you have a reoccurring dream?

?

Q6. If you hadn't been a game designer, what would you have been?

A computer engineer.

Q7. Are you a person who loves eating?

No.

Q8. What is the thing you want most in the world now?

PC-98XA.

Q9. What was the first game you ever played?

Rock, paper, scissors.

Q10. What do you hate most about computers?

When they're slow. Not enough memory. When the design of the instruction sets is bad.

Q11. What do you like best about computers?

When they're fast. When the instruction sets are elegant, simple, and powerful.

Q12. What is your favorite game?

?

Q13. Is there any game designer today who you've got your eye on?

?

Q14. Who is your favorite manga artist?



?

Q15. Do you feel a special pride for any of the games you've created?

?

Q16. What qualities are necessary to be a game designer?

1. Inspiration. 2. Sense. 3. Knowledge of the fundamentals of computers.

Q17. Do you play games outside of work?

Yes.

Q18. How does one become a game designer?

Stay hungry.

Q19. Is there money in being a game designer?

No.

Q20. Is there a future to the career of game designer?

No.

Kazunari Tomi / 25 / X'tal Soft / Holy Sword

^

Q1. How or why did you become a video game designer?

It was a matter of necessity.

Q2. Are you religious?

Yes.

Q3. What are you most scared of?

Alien invasion.

Q4. What is the ultimate fast food?

Chanponmen.

Q5. Do you have a reoccurring dream?

Electric sheep.

Q6. If you hadn't been a game designer, what would you have been?

Programmer.



Q7. Are you a person who loves eating?

No.

Q8. What is the thing you want most in the world now?

The last dinosaur living deep in the Amazon jungle.

Q9. What was the first game you ever played?

The game we call life.

Q10. What do you hate most about computers?

They're too strong.

Q11. What do you like best about computers?

They never give up, and you can make them do the same thing over and over.

Q12. What is your favorite game?

The games I've made.

Q13. Is there any game designer today who you've got your eye on?

You bastards making games can all die!!!

Q14. Who is your favorite manga artist?

Katsuyoshi Kawahara.

Q15. Do you feel a special pride for any of the games you've created?

Ninja vs. Ninja (I never finished it, though)

Q16. What qualities are necessary to be a game designer?

1. A faint-hearted disposition. 2. No sense of responsibility. 3. No other way to make a living.

Q17. Do you play games outside of work?

Yes.

Q18. How does one become a game designer?

Take on work with a clear deadline, obsessively create an incredibly detailed setting and world, then turn it in 6 months past the deadline. The rest will solve itself!

Q19. Is there money in being a game designer?



Hmmm...

Q20. Is there a future to the career of game designer?

I sure hope so.

Chihiro Fujioka / 25 / X'tal Soft / Lizard



Q1. How or why did you become a video game designer?

I got dragged into it.

Q2. Are you religious?

No.

Q3. What are you most scared of?

My wife's iron fist and roundhouse kick

Q4. What is the ultimate fast food?

Udon teishoku lunch

Q5. Do you have a reoccurring dream?

Dreams where I'm flying.

Q6. If you hadn't been a game designer, what would you have been?

A starving musician.

Q7. Are you a person who loves eating?

No.

Q8. What is the thing you want most in the world now?

Lots of cash.

Q9. What was the first game you ever played?

Bankers <

[http://www.amazon.co.jp/%E3%83%8F%E3%83%8A%E3%83%A4%E3%83%9E-](http://www.amazon.co.jp/%E3%83%8F%E3%83%8A%E3%83%A4%E3%83%9E-%E3%83%90%E3%83%B3%E3%82%AB%E3%83%BC%E3%82%B9-%E5%BE%A9%E5%88%BB%E7%89%88/dp/B0002YNB)

[E3%83%90%E3%83%B3%E3%82%AB%E3%83%BC%E3%82%B9-](http://www.amazon.co.jp/%E3%83%8F%E3%83%8A%E3%83%A4%E3%83%9E-%E3%83%90%E3%83%B3%E3%82%AB%E3%83%BC%E3%82%B9-%E5%BE%A9%E5%88%BB%E7%89%88/dp/B0002YNB)

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[%E5%BE%A9%E5%88%BB%E7%89%88/dp/B0002YNB](http://www.amazon.co.jp/%E3%83%8F%E3%83%8A%E3%83%A4%E3%83%9E-%E3%83%90%E3%83%B3%E3%82%AB%E3%83%BC%E3%82%B9-%E5%BE%A9%E5%88%BB%E7%89%88/dp/B0002YNB)

M8> .

Q10. What do you hate most about computers?

How useless they can be.



Q11. What do you like best about computers?

What is there to like?

Q12. What is your favorite game?

Lizard.

Q13. Is there any game designer today who you've got your eye on?

Kazunaru Tomi... hurry up and finish Mugen no Shinzou II!

Q14. Who is your favorite manga artist?

Mikio Igarashi

Q15. Do you feel a special pride for any of the games you've created?

Lizard

Q16. What qualities are necessary to be a game designer?

1. Be an organized person. 2. Have the strength to endure great poverty. 3. A careless work ethic.

Q17. Do you play games outside of work?

No.

Q18. How does one become a game designer?

Those who give it their all, will make it.

Q19. Is there money in being a game designer?

No.

Q20. Is there a future to the career of game designer?

No future, no hope. Give me a raise, damnit!!!

Naoto Honda / 20 / X'tal Soft / Fantasian



Q1. How or why did you become a video game designer?

I was fired from my last job.

Q2. Are you religious?

No.

Q3. What are you most scared of?

Deadlines.



Q4. What is the ultimate fast food?

Udon teishoku lunch.

Q5. Do you have a reoccurring dream?

Feasting.

Q6. If you hadn't been a game designer, what would you have been?

Game programmer.

Q7. Are you a person who loves eating?

Yes.

Q8. What is the thing you want most in the world now?

A complete SuperBeta setup.

Q9. What was the first game you ever played?

Hasami shogi <

https://en.wikipedia.org/wiki/Hasami_shogi> .

Q10. What do you hate most about computers?

Their lack of sexiness.

Q11. What do you like best about computers?

Nothing.

Q12. What is your favorite game?

Traveller <

https://en.wikipedia.org/wiki/Traveller_%28role-playing_game%29> .

Q13. Is there any game designer today who you've got your eye on?

Lord British.

Q14. Who is your favorite manga artist?

Don't have one.

Q15. Do you feel a special pride for any of the games you've created?

All of them.

Q16. What qualities are necessary to be a game designer?



1. Poverty. 2. Free time. 3. Women.

Q17. Do you play games outside of work?

Yes.

Q18. How does one become a game designer?

Work at a software company.

Q19. Is there money in being a game designer?

No.

Q20. Is there a future to the career of game designer?

No.

**Kazuo Tsuchiyama / 27 / X'tal Soft / Yamato Takeru <
<http://www.geocities.co.jp/SilkRoad-Oasis/1081/yamato/hajime.htm>> series**



Q1. How or why did you become a video game designer?

By a strange turn of events, lured by a single postcard...

Q2. Are you religious?

No.

Q3. What are you most scared of?

August 3rd... our next deadline.

Q4. What is the ultimate fast food?

Dinner service from a five-star restaurant.

Q5. Do you have a reoccurring dream?

Metallic purple dreams.

Q6. If you hadn't been a game designer, what would you have been?

A seamstress for woman's clothing.

Q7. Are you a person who loves eating?

No.

Q8. What is the thing you want most in the world now?

Talent.

Q9. What was the first game you ever played?

The game of "life", from the moment I was born.



Q10. What do you hate most about computers?

Their stupid, innocent honesty.

Q11. What do you like best about computers?

Their stupid, innocent honesty.

Q12. What is your favorite game?

All games other than computer games.

Q13. Is there any game designer today who you've got your eye on?

Everyone other than myself.

Q14. Who is your favorite manga artist?

None.

Q15. Do you feel a special pride for any of the games you've created?

I'm excited about the one I'm working on next!

Q16. What qualities are necessary to be a game designer?

1. Creativity. 2. Imagination. 3. An indecisive personality.

Q17. Do you play games outside of work?

No.

Q18. How does one become a game designer?

With luck and timing, it can happen for you.

Q19. Is there money in being a game designer?

No.

Q20. Is there a future to the career of game designer?

Yes.

Hibiki Godai / 22 / Game Arts / Thexder



Q1. How or why did you become a video game designer?

I didn't have anything else to do.

Q2. Are you religious?

Yes.



Q3. What are you most scared of?

Umeboshi.

Q4. What is the ultimate fast food?

Karage ramen.

Q5. Do you have a reoccurring dream?

3D Thexder!

Q6. If you hadn't been a game designer, what would you have been?

I'd run a Okonomiyaki restaurant.

Q7. Are you a person who loves eating?

Yes.

Q8. What is the thing you want most in the world now?

10 high school girls

Q9. What was the first game you ever played?

Marbles.

Q10. What do you hate most about computers?

They're slow.

Q11. What do you like best about computers?

They're fast.

Q12. What is your favorite game?

Rise Out < <https://www.youtube.com/watch?v=BzSDosoTRgw> > .

Q13. Is there any game designer today who you've got your eye on?

There is not.

Q14. Who is your favorite manga artist?

Osamu Tezuka.

Q15. Do you feel a special pride for any of the games you've created?

Star Command.

Q16. What qualities are necessary to be a game designer?



1. Just don't sleep.

Q17. Do you play games outside of work?

Yes.

Q18. How does one become a game designer?

Come to Game Arts.

Q19. Is there money in being a game designer?

No.

Q20. Is there a future to the career of game designer?

No.

Satoshi Uesaka / 21 / Game Arts / Mole, Thexder



Q1. How or why did you become a video game designer?

I hated to study, and so I was tricked by the president of Game Arts into joining.

Q2. Are you religious?

Yes.

Q3. What are you most scared of?

Having to re-do my school reports.

Q4. What is the ultimate fast food?

Ramen.

Q5. Do you have a reoccurring dream?

Deadlines.

Q6. If you hadn't been a game designer, what would you have been?

Toy designer.

Q7. Are you a person who loves eating?

No.

Q8. What is the thing you want most in the world now?

Beta Pro. HONDA LEVEL 250

Q9. What was the first game you ever played?

Moon Landing



Q10. What do you hate most about computers?

They get their feelings hurt easily.

Q11. What do you like best about computers?

They only know how to be honest.

Q12. What is your favorite game?

Moon Landing

Q13. Is there any game designer today who you've got your eye on?

Takeshi Miyaji, Toshiyuki Shimoda, Hiroyuki Okabe

Q14. Who is your favorite manga artist?

Youko Kondou

Q15. Do you feel a special pride for any of the games you've created?

Warrior (just kidding)

Q16. What qualities are necessary to be a game designer?

1. Knowledge 2. Stamina 3. Connections

Q17. Do you play games outside of work?

Yes.

Q18. How does one become a game designer?

Peddle games in Akihabara.

Q19. Is there money in being a game designer?

No.

Q20. Is there a future to the career of game designer?

Hmm... probably not, you think?

**Hiroyasu Ide / 19 / Cosmos Computer / Sentou Densetsu Elf <
http://www.amusement-center.com/project/egg/cgi/ecatalog-detail.cgi?contcode=7&product_id=962>**

Q1. How or why did you become a video game designer?

I didn't really think about it, one day I was just doing it.

Q2. Are you religious?



No.

Q3. What are you most scared of?

Bugs I can't fix.

Q4. What is the ultimate fast food?

Ramen.

Q5. Do you have a reoccurring dream?

Not really.

Q6. If you hadn't been a game designer, what would you have been?

Well, I don't even think I can call myself a "game designer" yet.

Q7. Are you a person who loves eating?

No.

Q8. What is the thing you want most in the world now?

To be able to draw better.

Q9. What was the first game you ever played?

Block-breaking games (Breakout etc)

Q10. What do you hate most about computers?

They start screwing up at the slightest provocation.

Q11. What do you like best about computers?

Their ability to do calculations.

Q12. What is your favorite game?

I don't really have one.

Q13. Is there any game designer today who you've got your eye on?

Kazurou Morita.

Q14. Who is your favorite manga artist?

Yoshihisa Tagami.

Q15. Do you feel a special pride for any of the games you've created?

Not really...



Q16. What qualities are necessary to be a game designer?

1. Nerves. 2. The ability not to care what others think. 3. The ability to make it look like you're always working hard.

Q17. Do you play games outside of work?

No.

Q18. How does one become a game designer?

Just finish and release something.

Q19. Is there money in being a game designer?

No.

Q20. Is there a future to the career of game designer?

Almost zero.

Ryo Ayase / 17 / Cosmos Computer / Red Stack



Q1. How or why did you become a video game designer?

It happened without me being aware of it.

Q2. Are you religious?

Yes.

Q3. What are you most scared of?

Failure.

Q4. What is the ultimate fast food?

Tendon.

Q5. Do you have a reoccurring dream?

I remember very few dreams.

Q6. If you hadn't been a game designer, what would you have been?

I'd have shut myself up in my room.

Q7. Are you a person who loves eating?

No.

Q8. What is the thing you want most in the world now?

patreon <
<https://patreon.com>



Talent.

Q9. What was the first game you ever played?

Head-on (video game), guess-the-number games
(computer games)

Q10. What do you hate most about computers?

They only do what they've been programmed to.

Q11. What do you like best about computers?

They only do what they've been programmed to.

Q12. What is your favorite game?

Galaxian and Pac-Man.

**Q13. Is there any game designer today who you've got
your eye on?**

I don't know.

Q14. Who is your favorite manga artist?

Yoshihisa Tagami

**Q15. Do you feel a special pride for any of the games
you've created?**

Not at all.

**Q16. What qualities are necessary to be a game
designer?**

1. Creativity. 2. Guts. 3. Endurance.

Q17. Do you play games outside of work?

Yes.

Q18. How does one become a game designer?

Before that ask yourself: is this really something I should
be doing with my life...?

Q19. Is there money in being a game designer?

I can't say one way or the other.

Q20. Is there a future to the career of game designer?

If you can sell your games, yes. Otherwise, you're going
to be living on welfare.



Q1. How or why did you become a video game designer?

Because I love games.

Q2. Are you religious?

No.

Q3. What are you most scared of?

Sickness.

Q4. What is the ultimate fast food?

Gyudon.

Q5. Do you have a reoccurring dream?

UFO.

Q6. If you hadn't been a game designer, what would you have been?

Astronomer.

Q7. Are you a person who loves eating?

Yes.

Q8. What is the thing you want most in the world now?

Supercomputer.

Q9. What was the first game you ever played?

A block-breaking game.

Q10. What do you hate most about computers?

They can't do anything on their own.

Q11. What do you like best about computers?

They can't do anything on their own.

Q12. What is your favorite game?

I don't play games very much.

Q13. Is there any game designer today who you've got your eye on?

Kazurou Morita.

Q14. Who is your favorite manga artist?



Moto Hagio

Q15. Do you feel a special pride for any of the games you've created?

Lagrange L-2

Q16. What qualities are necessary to be a game designer?

1. Guts. 2. Fortitude. 3. Patience.

Q17. Do you play games outside of work?

No.

Q18. How does one become a game designer?

By co-operating with everyone.

Q19. Is there money in being a game designer?

Well, some people will make money off of it.

Q20. Is there a future to the career of game designer?

I can't see it too clearly.

Pasokon DRIVER / Sein Soft / Holy Grail



Q1. How or why did you become a video game designer?

I wanted to play my own games.

Q2. Are you religious?

Yes.

Q3. What are you most scared of?

Deadlines.

Q4. What is the ultimate fast food?

[blank]

Q5. Do you have a reoccurring dream?

Whatever I'm most worried about at the time.

Q6. If you hadn't been a game designer, what would you have been?

Salaryman.

Q7. Are you a person who loves eating?



Yes.

Q8. What is the thing you want most in the world now?

A car (a Prelude).

Q9. What was the first game you ever played?

Whack-a-mole.

Q10. What do you hate most about computers?

Their honesty. And they don't compromise with you.

Q11. What do you like best about computers?

[blank]

Q12. What is your favorite game?

Xevious.

Q13. Is there any game designer today who you've got your eye on?

Lord British.

Q14. Who is your favorite manga artist?

Mitsuru Adachi.

Q15. Do you feel a special pride for any of the games you've created?

I haven't really made that many games yet, so...

Q16. What qualities are necessary to be a game designer?

1. Enjoy both playing and creating games. 2. Guts and perseverance. 3. Creativity and good instincts.

Q17. Do you play games outside of work?

Yes.

Q18. How does one become a game designer?

If you like games, you should try and make one yourself.

Q19. Is there money in being a game designer?

No. If you have a monster hit, then yes.

Q20. Is there a future to the career of game designer?

The intelligent and those with the best ideas will survive.



Q1. How or why did you become a video game designer?

I didn't have any other talents...

Q2. Are you religious?

Yes.

Q3. What are you most scared of?

The President.

Q4. What is the ultimate fast food?

I'm gonna to have to go with ramen.

Q5. Do you have a reoccurring dream?

Dirty dreams (but I never climax!)

Q6. If you hadn't been a game designer, what would you have been?

Day laborer at the port.

Q7. Are you a person who loves eating?

Yes.

Q8. What is the thing you want most in the world now?

An unyielding and courageous love to overcome my fickle heart.

Q9. What was the first game you ever played?

Smart Ball (for video games, it would be a block-breaking Breakout-type)

Q10. What do you hate most about computers?

Honest bastards!!!

Q11. What do you like best about computers?

They have a flexibility which shows absolutely no favoritism.

Q12. What is your favorite game?

Right now, it's **Ballblazer** <

<https://en.wikipedia.org/wiki/Ballblazer>> .



Q13. Is there any game designer today who you've got your eye on?

Mark Flint.

Q14. Who is your favorite manga artist?

Haruo Takahashi.

Q15. Do you feel a special pride for any of the games you've created?

Marchen Veil.

Q16. What qualities are necessary to be a game designer?

1. Abundant curiosity 2. Stoic nerves 3. Freedom of thought (to be able to be lewd, crude, and say \$%^* it all!)

Q17. Do you play games outside of work?

Yes.

Q18. How does one become a game designer?

If you join System Sacom today, you too can be a game designer! (wink)

Q19. Is there money in being a game designer?

No.

Q20. Is there a future to the career of game designer?

I've only made it this far because I believe there is.

**Osamu Miyasato / 24 / System Soft / Rittaiiban Yuugekiou <
http://www.geocities.jp/f19_avionics/yg1/index.html>**

Q1. How or why did you become a video game designer?

Because I like video games. And for work.

Q2. Are you religious?

No (I hate religion)

Q3. What are you most scared of?

Fate (you can't fight it)

Q4. What is the ultimate fast food?



I don't know.

Q5. Do you have a reoccurring dream?

Recently, the more I dream, the less I sleep.

Q6. If you hadn't been a game designer, what would you have been?

I probably would have stayed in college and studied physics.

Q7. Are you a person who loves eating?

No (not at all).

Q8. What is the thing you want most in the world now?

A new car.

Q9. What was the first game you ever played?

Pong (if we're talking video games).

Q10. What do you hate most about computers?

Not understanding their hardware very well.

Q11. What do you like best about computers?

Processing speed.

Q12. What is your favorite game?

David's Midnight Magic <

[https://en.wikipedia.org/wiki/David's_Midnight_Magi](https://en.wikipedia.org/wiki/David's_Midnight_Magic)

c>

Q13. Is there any game designer today who you've got your eye on?

If I had to say, maybe someone like Hibiki Godai.

Q14. Who is your favorite manga artist?

I don't read a lot of manga.

Q15. Do you feel a special pride for any of the games you've created?

None of them are perfect.

Q16. What qualities are necessary to be a game designer?



1. An exceptional curiosity. 2. The kind of personality that gets completely sucked into something once you begin it. 3. Abundant imagination.

Q17. Do you play games outside of work?

Yes.

Q18. How does one become a game designer?

Pay attention to detail, and always maintain and analytical mindset. You need the endurance to see things through.

Q19. Is there money in being a game designer?

No (if it's money you're after, you must not become a game designer)

Q20. Is there a future to the career of game designer?

Game designers aren't going to disappear or anything, but there will be few who can make a lifetime career out of this. It all comes down to how much effort you're willing to expend.

**Hiroyuki Imabayashi / 29 / T. Rabbit / Sokoban <
<https://www.lsrhs.net/faculty/seth/Puzzles/sokoban/sokoban.html>>** ^

Q1. How or why did you become a video game designer?

Because I like games, obviously.

Q2. Are you religious?

No.

Q3. What are you most scared of?

My own self--I'll do anything!

Q4. What is the ultimate fast food?

Oyakodon.

Q5. Do you have a reoccurring dream?

Dreams where I'm running out of time.

Q6. If you hadn't been a game designer, what would you have been?

A movie director, or some work with movies.



Q7. Are you a person who loves eating?

No.

Q8. What is the thing you want most in the world now?

A fast car.

Q9. What was the first game you ever played?

Tokumu Shirei Inseki UFO Daisakusen (my own creation-- never released).

Q10. What do you hate most about computers?

Their inflexibility.

Q11. What do you like best about computers?

Their unflinching honesty.

Q12. What is your favorite game?

Hide and go seek! (really!)

Q13. Is there any game designer today who you've got your eye on?

[blank]

Q14. Who is your favorite manga artist?

Katsuhiro Otomo, Mikio Igarashi, Tadao Tsuge.

Q15. Do you feel a special pride for any of the games you've created?

Sokoban.

Q16. What qualities are necessary to be a game designer?

1. Abundant curiosity. 2. Love games. 3. Be a real lazy-ass.

Q17. Do you play games outside of work?

Yes.

Q18. How does one become a game designer?

Play, and play well.

Q19. Is there money in being a game designer?

No.

Q20. Is there a future to the career of game designer?

A faint glimmer.



Akihiko Miura / 22 / Starcraft / Shanghai < <http://fm-7.com/museum/softhouse/starcraft/220302300.html> >



Q1. How or why did you become a video game designer?

I wanted to do creative work that would bring people joy.

Q2. Are you religious?

Yes.

Q3. What are you most scared of?

My own self.

Q4. What is the ultimate fast food?

Zaru soba.

Q5. Do you have a reoccurring dream?

A dream where I become friends with all these different people.

Q6. If you hadn't been a game designer, what would you have been?

Teacher.

Q7. Are you a person who loves eating?

No.

Q8. What is the thing you want most in the world now?

5LDK Apartment.

Q9. What was the first game you ever played?

I don't remember very well, shogi maybe?

Q10. What do you hate most about computers?

You call to them, and they don't respond.

Q11. What do you like best about computers?

The software possibilities keep expanding.

Q12. What is your favorite game?

Atari's Star Raiders.

Q13. Is there any game designer today who you've got your eye on?

Dan Bantan, Mark Flint, me.



Q14. Who is your favorite manga artist?

Ritsuko Hara.

Q15. Do you feel a special pride for any of the games you've created?

No.

Q16. What qualities are necessary to be a game designer?

1. Originality 2. Life Experience 3. Sensitivity

Q17. Do you play games outside of work?

Yes.

Q18. How does one become a game designer?

Connections, luck, and talent.

Q19. Is there money in being a game designer?

No.

Q20. Is there a future to the career of game designer?

You'll be used up and thrown away in a year.

Eiji Yokoyama / 29 / T&E Soft / Star Arthur Densetsu



Q1. How or why did you become a video game designer?

Because I love games.

Q2. Are you religious?

No.

Q3. What are you most scared of?

People who are missing a finger.

Q4. What is the ultimate fast food?

Katsudon

Q5. Do you have a reoccurring dream?

Flying.

Q6. If you hadn't been a game designer, what would you have been?

A cinema operator.



Q7. Are you a person who loves eating?

No.

Q8. What is the thing you want most in the world now?

944 Turbo.

Q9. What was the first game you ever played?

Tennis.

Q10. What do you hate most about computers?

No accelerator.

Q11. What do you like best about computers?

No brakes.

Q12. What is your favorite game?

Mahjong.

Q13. Is there any game designer today who you've got your eye on?

Gonda Miyano.

Q14. Who is your favorite manga artist?

Motoka Murakami

Q15. Do you feel a special pride for any of the games you've created?

No.

Q16. What qualities are necessary to be a game designer?

1. Don't be obese 2. No stomach fat 3. Can't have short legs

Q17. Do you play games outside of work?

Yes.

Q18. How does one become a game designer?

Come to T&E Soft.

Q19. Is there money in being a game designer?

Yes.

Q20. Is there a future to the career of game designer?

There is.



Katsuo Hosokawa / 26 / T&E Soft / Star Destroyer < <http://seesaawiki.jp/chitentai/d/PC-6001%20%3A%20%A5%B9%A5%BF%A1%BC%A5%C7%A5%B9%A5%C8%A5%ED%A5%A4%A>

Q1. How or why did you become a video game designer?

I thought I was suited for it.

Q2. Are you religious?

No.

Q3. What are you most scared of?

Women.

Q4. What is the ultimate fast food?

What is that?

Q5. Do you have a reoccurring dream?

I don't dream much.

Q6. If you hadn't been a game designer, what would you have been?

Teacher.

Q7. Are you a person who loves eating?

No.

Q8. What is the thing you want most in the world now?

A car.

Q9. What was the first game you ever played?

Space Invaders.

Q10. What do you hate most about computers?

When they don't do what I thought they would.

Q11. What do you like best about computers?

When they do what I thought they would.

Q12. What is your favorite game?

Rock, Paper, Scissors.

Q13. Is there any game designer today who you've got your eye on?

Tokihiro Naitou.



Q14. Who is your favorite manga artist?

Ritsuko Hara.

Q15. Do you feel a special pride for any of the games you've created?

No.

Q16. What qualities are necessary to be a game designer?

1. Talent 2. Money 3. Speech.

Q17. Do you play games outside of work?

Yes.

Q18. How does one become a game designer?

Just play games.

Q19. Is there money in being a game designer?

Yes.

Q20. Is there a future to the career of game designer?

Yes, a rosy future.

Naoto Shinada / 23 / db soft / Volguard



Q1. How or why did you become a video game designer?

I wasn't aware, it just happened.

Q2. Are you religious?

Yes.

Q3. What are you most scared of?

Deadlines.

Q4. What is the ultimate fast food?

Kakesoba.

Q5. Do you have a reoccurring dream?

Noise. (I don't dream. I haven't had a dream in over 3 months.)

Q6. If you hadn't been a game designer, what would you have been?

Bus Driver (my dream as a kid in elementary school)



Q7. Are you a person who loves eating?

No.

Q8. What is the thing you want most in the world now?

A sampler, a Yamaha DX7, an XLR 250R.

Q9. What was the first game you ever played?

The Game of Life (board game)

Q10. What do you hate most about computers?

They don't make mistakes.

Q11. What do you like best about computers?

Their calculation speed.

Q12. What is your favorite game?

Gradius.

Q13. Is there any game designer today who you've got your eye on?

Bill Budge.

Q14. Who is your favorite manga artist?

Katsuhiro Otomo.

Q15. Do you feel a special pride for any of the games you've created?

Ugh!

Q16. What qualities are necessary to be a game designer?

1. A good eye for color. (vision) 2. A good musical ear. (hearing) 3. Programming ability. (knowledge)

Q17. Do you play games outside of work?

No.

Q18. How does one become a game designer?

Join db soft.

Q19. Is there money in being a game designer?

No.

Q20. Is there a future to the career of game designer?



Not by games alone--at least not for much longer. You'll need to be one of the almighty.

Yuji Yoshida / 24 / db Soft / Zexas <
<http://ameblo.jp/koorogiyousyoku/entry-12120825745.html>>
, Flappy < <http://fm-7.com/museum/softhouse/dbsoft/330300600.html>>

Q1. How or why did you become a video game designer?

I wanted to make a game like Space Invaders.

Q2. Are you religious?

Yes.

Q3. What are you most scared of?

The final deadline.

Q4. What is the ultimate fast food?

Unagi bentou (it keeps me energized)

Q5. Do you have a reoccurring dream?

Bike touring.

Q6. If you hadn't been a game designer, what would you have been?

I'd run my own sushi restaurant.

Q7. Are you a person who loves eating?

Yes.

Q8. What is the thing you want most in the world now?

A vacation (I want to travel).

Q9. What was the first game you ever played?

Suguroku.

Q10. What do you hate most about computers?

Nothing.

Q11. What do you like best about computers?

Nothing (it all depends on the programming).

Q12. What is your favorite game?



Zaviga < [https://www.youtube.com/watch?](https://www.youtube.com/watch?v=YUVrRismOy4)

[v=YUVrRismOy4](https://www.youtube.com/watch?v=YUVrRismOy4)> (I played that game everyday when it started getting hot)

Q13. Is there any game designer today who you've got your eye on?

Kazurou Morita.

Q14. Who is your favorite manga artist?

Akira Toriyama.

Q15. Do you feel a special pride for any of the games you've created?

No. By the time I've got my next game planned out, I've lost my enthusiasm for the one I just finished.

Q16. What qualities are necessary to be a game designer?

1. Like games. 2. Not be satisfied with tabletop games. 3. Be able to stay up all night.

Q17. Do you play games outside of work?

Yes (for market research).

Q18. How does one become a game designer?

Anyone can be a game designer.

Q19. Is there money in being a game designer?

No.

Q20. Is there a future to the career of game designer?

Yes, on condition that we spend the time and money to learn everything we can from tabletop gaming, and use what we've studied to surpass them.

Tsuneyuki Miyamoto / 21 / N. Falcom / Asteka < <http://www.hardcoregaming101.net/asteka/asteka.htm>>

Q1. How or why did you become a video game designer?

I wanted to do work that would allow for the ultimate in self-expression.

Q2. Are you religious?



Yes.

Q3. What are you most scared of?

Women, above all.

Q4. What is the ultimate fast food?

Big Mac x2, Double Burger x1, etc

Q5. Do you have a reoccurring dream?

Programmers do not dream. Their very life is a dream.

Q6. If you hadn't been a game designer, what would you have been?

I'd try to become pope of the Roman Catholic Church.

Q7. Are you a person who loves eating?

Yes.

Q8. What is the thing you want most in the world now?

a Scorpio girlfriend

Q9. What was the first game you ever played?

On computer, Star Trek and Pong.

Q10. What do you hate most about computers?

They can't fly.

Q11. What do you like best about computers?

They're not people.

Q12. What is your favorite game?

Ultima series.

Q13. Is there any game designer today who you've got your eye on?

Yoshio Kiya.

Q14. Who is your favorite manga artist?

The creator of **Patalliro!** <

<https://en.wikipedia.org/wiki/Patalliro!>> and Buichi

Terasawa.

Q15. Do you feel a special pride for any of the games you've created?

Absolutely zero.



Q16. What qualities are necessary to be a game designer?

1. A wife and child 2. Ideas 3. Healthy in mind, spirit, and society?

Q17. Do you play games outside of work?

Yes.

Q18. How does one become a game designer?

How does one become a magazine editor?

Q19. Is there money in being a game designer?

I don't know.

Q20. Is there a future to the career of game designer?

Until I see the results for myself, I don't know. For now all I've got is faith to keep me moving forward.

**Makoto Kanai / 22 / HAL Laboratory / Rollerball <
https://en.wikipedia.org/wiki/Rollerball_%28video_game%29> ^
(PC-88)**

Q1. How or why did you become a video game designer?

I was roped into it by Professor Nishimura of the JSB Engineering Dept.

Q2. Are you religious?

No.

Q3. What are you most scared of?

The Mercedes-Benz driven by the Yakuza.

Q4. What is the ultimate fast food?

A full-serving of Chukadon.

Q5. Do you have a reoccurring dream?

Old friends.

Q6. If you hadn't been a game designer, what would you have been?

A normal college student.

Q7. Are you a person who loves eating?

No.



Q8. What is the thing you want most in the world now?

Free time.

Q9. What was the first game you ever played?

Pong.

Q10. What do you hate most about computers?

They're poorly designed.

Q11. What do you like best about computers?

They have good memories.

Q12. What is your favorite game?

Rollerball (PC-88 version)

Q13. Is there any game designer today who you've got your eye on?

Akio Hanyu <

<http://www.mobygames.com/developer/akio-hanyu/credits/developerId,128002/>> .

Q14. Who is your favorite manga artist?

Rumiko Takahashi.

Q15. Do you feel a special pride for any of the games you've created?

Hole in One, Rollerball, **Tetsuman** <

<http://www.generation-msx.nl/software/hal-laboratory/tetsuman/562/>>

Q16. What qualities are necessary to be a game designer?

1. Lots of patience 2. Inspiration 3. A love for games

Q17. Do you play games outside of work?

No.

Q18. How does one become a game designer?

Work at HAL Laboratory.

Q19. Is there money in being a game designer?

Yes.

Q20. Is there a future to the career of game designer?



There is. Bet on it!

Takashi Takebe / 27 / Hudson / Dezeni Land <
<http://www.hardcoregaming101.net/dezeniland/dezeniland.htm>> ^

Q1. How or why did you become a video game designer?

Company plan.

Q2. Are you religious?

No.

Q3. What are you most scared of?

My wife.

Q4. What is the ultimate fast food?

Unaju.

Q5. Do you have a reoccurring dream?

Deadlines.

Q6. If you hadn't been a game designer, what would you have been?

Programmer.

Q7. Are you a person who loves eating?

Yes.

Q8. What is the thing you want most in the world now?

Sound processor.

Q9. What was the first game you ever played?

Really old Ping-Pong.

Q10. What do you hate most about computers?

The video hardware is still really lacking.

Q11. What do you like best about computers?

The genius of John von Neumann.

Q12. What is your favorite game?

Taito's Gyrodine. Nothing else.

Q13. Is there any game designer today who you've got your eye on?



I don't pay attention to that.

Q14. Who is your favorite manga artist?

Toru Shinohara.

Q15. Do you feel a special pride for any of the games you've created?

I don't know.

Q16. What qualities are necessary to be a game designer?

1. Sleep a lot. 2. Play a lot. 3. Eat a lot.

Q17. Do you play games outside of work?

Yes.

Q18. How does one become a game designer?

Join a software company.

Q19. Is there money in being a game designer?

You're a salaryman.

Q20. Is there a future to the career of game designer?

I suppose so.

Hisaki Yokoi / 26 / Victor / Mole Mole < <http://fm-7.com/museum/softhouse/victor/510201400.html> >



Q1. How or why did you become a video game designer?

I didn't do anything special, it was decided by the company.

Q2. Are you religious?

No.

Q3. What are you most scared of?

Bugs.

Q4. What is the ultimate fast food?

Kamonan Soba.

Q5. Do you have a reoccurring dream?

I can't remember.



Q6. If you hadn't been a game designer, what would you have been?

Tennis player.

Q7. Are you a person who loves eating?

Yes.

Q8. What is the thing you want most in the world now?

My own dedicated tennis court.

Q9. What was the first game you ever played?

Space Invaders.

Q10. What do you hate most about computers?

How expensive they are, and how unemotional they are.

Q11. What do you like best about computers?

They make few mistakes.

Q12. What is your favorite game?

Apple's Choplifter.

Q13. Is there any game designer today who you've got your eye on?

No one in particular.

Q14. Who is your favorite manga artist?

Etsumi Haruki (for Chie the Brat).

Q15. Do you feel a special pride for any of the games you've created?

Mole Mole.

Q16. What qualities are necessary to be a game designer?

1. Endurance 2. Imagination 3. Sense

Q17. Do you play games outside of work?

Yes.

Q18. How does one become a game designer?

Hone your senses.

Q19. Is there money in being a game designer?

No.



Q20. Is there a future to the career of game designer?

Depends on the person.

Henk Rogers / BPS / The Black Onyx



Q1. How or why did you become a video game designer?

Because I loved games.

Q2. Are you religious?

Yes.

Q3. What are you most scared of?

Sharks.

Q4. What is the ultimate fast food?

Katsudon.

Q5. Do you have a reoccurring dream?

Dreams where I'm fixing bugs, or playing a game I've played many times before.

Q6. If you hadn't been a game designer, what would you have been?

Jeweler.

Q7. Are you a person who loves eating?

[blank]

Q8. What is the thing you want most in the world now?

A yacht.

Q9. What was the first game you ever played?

War (card game).

Q10. What do you hate most about computers?

If the power goes out, you lose everything you'd been working on.

Q11. What do you like best about computers?

They're a workout for your brain.

Q12. What is your favorite game?

Go.



Q13. Is there any game designer today who you've got your eye on?

Chris Crawford <

https://en.wikipedia.org/wiki/Chris_Crawford_%28game_designer%29> .

Q14. Who is your favorite manga artist?

Frank Frazetta.

Q15. Do you feel a special pride for any of the games you've created?

The Black Onyx.

Q16. What qualities are necessary to be a game designer?

1. Understand games. 2. Imagination. 3. The power to finish what you begin.

Q17. Do you play games outside of work?

Yes.

Q18. How does one become a game designer?

Know what others are thinking and what makes them happy.

Q19. Is there money in being a game designer?

No.

Q20. Is there a future to the career of game designer?

Yes.

Conrad Tatsuya Kozawa / BPS / The Black Onyx ^

Q1. How or why did you become a video game designer?

I had the free time.

Q2. Are you religious?

No.

Q3. What are you most scared of?

Samoans.

Q4. What is the ultimate fast food?



Katsudon.

Q5. Do you have a reoccurring dream?

A dream where I become rich.

Q6. If you hadn't been a game designer, what would you have been?

Bartender.

Q7. Are you a person who loves eating?

Yes.

Q8. What is the thing you want most in the world now?

Money, booze.

Q9. What was the first game you ever played?

Koi-koi < <https://en.wikipedia.org/wiki/Koi-Koi> > .

Q10. What do you hate most about computers?

They cost money.

Q11. What do you like best about computers?

They don't complain.

Q12. What is your favorite game?

Foosball.

Q13. Is there any game designer today who you've got your eye on?

Bill Budge.

Q14. Who is your favorite manga artist?

Osamu Tezuka.

Q15. Do you feel a special pride for any of the games you've created?

The Black Onyx.

Q16. What qualities are necessary to be a game designer?

1. Have a sense of humor. 2. Be an alcoholic. 3. The ability to make the other programmers follow your plans.

Q17. Do you play games outside of work?

Yes.



Q18. How does one become a game designer?

At least once, you should try making your own game, and share it with your friends.

Q19. Is there money in being a game designer?

No.

Q20. Is there a future to the career of game designer?

If things keep going this way, not a chance!

Eiji Kure / 33 / Freelance / Epsilon 3 <

<https://www.youtube.com/watch?v=JvQRUEGqnII>> (released by B.P.S) ^

Q1. How or why did you become a video game designer?

I got sucked in while I played games.

Q2. Are you religious?

No.

Q3. What are you most scared of?

The wrath of my computer.

Q4. What is the ultimate fast food?

[blank]

Q5. Do you have a reoccurring dream?

Dreams that are so bizarre they're funny.

Q6. If you hadn't been a game designer, what would you have been?

I would have continued my career as a middle school science teacher.

Q7. Are you a person who loves eating?

Yes.

Q8. What is the thing you want most in the world now?

An affair.

Q9. What was the first game you ever played?

Monopoly and other money/bond games (around age 8).

Q10. What do you hate most about computers?



The fact that they are computers.

Q11. What do you like best about computers?

The fact that they are computers.

Q12. What is your favorite game?

Xevious, Galaga, Commando.

Q13. Is there any game designer today who you've got your eye on?

No.

Q14. Who is your favorite manga artist?

Osamu Tezuka.

Q15. Do you feel a special pride for any of the games you've created?

Ponkotsusen Survival <

<http://www.onon.jp/~onon/game/PC8801/PonkotsusenSurvival.html>> .

Q16. What qualities are necessary to be a game designer?

1. Creativity. 2. Curiosity. 3. A playful spirit.

Q17. Do you play games outside of work?

Yes.

Q18. How does one become a game designer?

Where there's a will, there's a way.

Q19. Is there money in being a game designer?

Hard to say.

Q20. Is there a future to the career of game designer?

I want to believe there is.

Masahiro Fujita / 23 / Bothtec / Freeway <

<http://www.retroprograms.com/mirrors/syasin/bothtec.htm#freeway>> ^

.

Q1. How or why did you become a video game designer?

Q2. Are you religious?



No.

Q3. What are you most scared of?

Money and my computer.

Q4. What is the ultimate fast food?

[blank]

Q5. Do you have a reoccurring dream?

No.

Q6. If you hadn't been a game designer, what would you have been?

A tea ceremony master.

Q7. Are you a person who loves eating?

Yes.

Q8. What is the thing you want most in the world now?

Mercedes-Benz.

Q9. What was the first game you ever played?

Block-breaking games.

Q10. What do you hate most about computers?

Too much english text.

Q11. What do you like best about computers?

Their high-speed processing power.

Q12. What is your favorite game?

None.

Q13. Is there any game designer today who you've got your eye on?

None.

Q14. Who is your favorite manga artist?

None.

Q15. Do you feel a special pride for any of the games you've created?

HOT DOG < <https://www.amusementcenter.com/project/egg/omoide/index.php?itemid=728> > .



Q16. What qualities are necessary to be a game designer?

1. Play. 2. Sleep. 3. Inspiration.

Q17. Do you play games outside of work?

Yes.

Q18. How does one become a game designer?

[blank]

Q19. Is there money in being a game designer?

Yes.

Q20. Is there a future to the career of game designer?

There is.

Jun Kuriyama / 24 / Hot-B / Psychic City <
<http://www.giantbomb.com/psychic-city/3030-36610/>>



Q1. How or why did you become a video game designer?

I was interested in writing game scenarios.

Q2. Are you religious?

No.

Q3. What are you most scared of?

Bugs (cockroaches, preying mantis)

Q4. What is the ultimate fast food?

#1 Oyakodon, #2 chinese fried rice.

Q5. Do you have a reoccurring dream?

Not especially.

Q6. If you hadn't been a game designer, what would you have been?

Copywriter.

Q7. Are you a person who loves eating?

No.

Q8. What is the thing you want most in the world now?

A Yamaha DX-7, money, a happy family life



Q9. What was the first game you ever played?

Tag, suguroku, block-breaking games

Q10. What do you hate most about computers?

They're difficult to operate.

Q11. What do you like best about computers?

Their potential to create a new networking medium.

Q12. What is your favorite game?

Pinball, Pac-Man.

Q13. Is there any game designer today who you've got your eye on?

No.

Q14. Who is your favorite manga artist?

Katsuhiro Otomo, Yumiko Oshima, Rumiko Takahashi.

Q15. Do you feel a special pride for any of the games you've created?

Psychic City.

Q16. What qualities are necessary to be a game designer?

1. Effort 2. Guts 3. Poverty ...to be honest, I really don't know.

Q17. Do you play games outside of work?

Yes.

Q18. How does one become a game designer?

Join a software company and keep whining until they let you do game design. The rest is down to luck.

Q19. Is there money in being a game designer?

No.

Q20. Is there a future to the career of game designer?

There is, and it's a big future.



Q1. How or why did you become a video game designer?

It looked like fun.

Q2. Are you religious?

No.

Q3. What are you most scared of?

Other humans.

Q4. What is the ultimate fast food?

Anything works.

Q5. Do you have a reoccurring dream?

I haven't dreamed recently.

Q6. If you hadn't been a game designer, what would you have been?

With luck, a manga artist.

Q7. Are you a person who loves eating?

No.

Q8. What is the thing you want most in the world now?

Time.

Q9. What was the first game you ever played?

I don't remember.

Q10. What do you hate most about computers?

They are impeccably logical.

Q11. What do you like best about computers?

They are impeccably logical.

Q12. What is your favorite game?

None.

Q13. Is there any game designer today who you've got your eye on?

None.

Q14. Who is your favorite manga artist?

Kamui Fujihara, Masamune Shirow, Katsuhiro Otomo, Yukinobu Hoshino.



Q15. Do you feel a special pride for any of the games you've created?

None.

Q16. What qualities are necessary to be a game designer?

1. Sense. 2. The ability to bluff. 3. Tenacity.

Q17. Do you play games outside of work?

Yes.

Q18. How does one become a game designer?

If you've got talent, you'll make it. Of course, luck and bluffing themselves talents.

Q19. Is there money in being a game designer?

No.

Q20. Is there a future to the career of game designer?

If there's not I'm in big trouble, but I do sometimes get the feeling there isn't...

TAKO / 18 / Microcabin / Takara Building Adventure



Q1. How or why did you become a video game designer?

I had the free time.

Q2. Are you religious?

No.

Q3. What are you most scared of?

Car horn.

Q4. What is the ultimate fast food?

Cream Puff.

Q5. Do you have a reoccurring dream?

Dreams with Cookie Monster.

Q6. If you hadn't been a game designer, what would you have been?

Just another computer maniac.

Q7. Are you a person who loves eating?



Yes.

Q8. What is the thing you want most in the world now?

a PC-98XA...!

Q9. What was the first game you ever played?

Backgammon.

Q10. What do you hate most about computers?

They aren't very personable.

Q11. What do you like best about computers?

They have good memories!

Q12. What is your favorite game?

Backgammon.

Q13. Is there any game designer today who you've got your eye on?

No.

Q14. Who is your favorite manga artist?

Izumi Kawahara, Taeko Watanabe.

Q15. Do you feel a special pride for any of the games you've created?

No, sadly...

Q16. What qualities are necessary to be a game designer?

1. Free time. 2. Energy. 3. Creativity.

Q17. Do you play games outside of work?

Yes.

Q18. How does one become a game designer?

Do your best to make and market your game. Don't forget to cultivate connections with people from software houses, either...

Q19. Is there money in being a game designer?

Yes.

Q20. Is there a future to the career of game designer?

I think so? I hope so!



Noriboz / 26 / Irem / 10 Yard Fight



Q1. How or why did you become a video game designer?

I saw a help wanted ad.

Q2. Are you religious?

No.

Q3. What are you most scared of?

My girlfriend's intuitions...

Q4. What is the ultimate fast food?

Ebi Stew Curry, with Salad.

Q5. Do you have a reoccurring dream?

Dreams of the past and the future.

Q6. If you hadn't been a game designer, what would you have been?

A vocalist in a hard rock band, or a fortune teller.

Q7. Are you a person who loves eating?

No.

Q8. What is the thing you want most in the world now?

The time to think about what I want most in the world right now.

Q9. What was the first game you ever played?

Diamond game.

Q10. What do you hate most about computers?

Their impertinence.

Q11. What do you like best about computers?

You can buy one with money.

Q12. What is your favorite game?

Pachinko.

Q13. Is there any game designer today who you've got your eye on?

My colleagues at Irem.



Q14. Who is your favorite manga artist?

Hisaichi Ishii, Shotarou Ishimori.

Q15. Do you feel a special pride for any of the games you've created?

10 Yard Fight.

Q16. What qualities are necessary to be a game designer?

1. Spirit. 2. The exchange of ideas. 3. Guts.

Q17. Do you play games outside of work?

Yes.

Q18. How does one become a game designer?

Just get to work!

Q19. Is there money in being a game designer?

No.

Q20. Is there a future to the career of game designer?

Yes!

Masato Ishizaki / Irem / Lode Runner II



Q1. How or why did you become a video game designer?

For the money.

Q2. Are you religious?

Yes.

Q3. What are you most scared of?

People.

Q4. What is the ultimate fast food?

Lamphouse's Curry (with a side salad w/ yuzu dressing)

Q5. Do you have a reoccurring dream?

I dream about myself sleeping and dreaming.

Q6. If you hadn't been a game designer, what would you have been?

Musician.



Q7. Are you a person who loves eating?

No.

Q8. What is the thing you want most in the world now?

#1, a Gibson guitar. #2, my own car.

Q9. What was the first game you ever played?

Old Maid.

Q10. What do you hate most about computers?

I can't communicate my feelings in any detail to them.

Q11. What do you like best about computers?

Their cool, objective powers of processing and judgment.

Q12. What is your favorite game?

10 Yard Fight, Punch Out

Q13. Is there any game designer today who you've got your eye on?

?

Q14. Who is your favorite manga artist?

Hiroshi Miyamoto.

Q15. Do you feel a special pride for any of the games you've created?

? (I really don't know the answer)

Q16. What qualities are necessary to be a game designer?

1. Heart. 2. Sense. 3. Power.

Q17. Do you play games outside of work?

Yes.

Q18. How does one become a game designer?

Visit a company that makes games you like, and talk to the HR person who handles hiring.

Q19. Is there money in being a game designer?

No.

Q20. Is there a future to the career of game designer?

Being a personal problem, I can't give you an answer.



Kenichi Sakanishi / Alpha Denshi / High Voltage <
<http://newfami.com/hard/arcade/highvoltage.html>>



Q1. How or why did you become a video game designer?

It was a short commute from my house.

Q2. Are you religious?

No.

Q3. What are you most scared of?

Big dogs.

Q4. What is the ultimate fast food?

Katsudon.

Q5. Do you have a reoccurring dream?

Dreams where I'm doing it.

Q6. If you hadn't been a game designer, what would you have been?

A guy holding up billboards for the cabaret.

Q7. Are you a person who loves eating?

Yes.

Q8. What is the thing you want most in the world now?

A car.

Q9. What was the first game you ever played?

Space Invaders.

Q10. What do you hate most about computers?

All the things I don't know.

Q11. What do you like best about computers?

Exploring and learning those things I don't know.

Q12. What is your favorite game?

Splendor Blast < <https://www.youtube.com/watch?v=JfBSGSC07UY>> .

Q13. Is there any game designer today who you've got your eye on?

I don't really know many other game designers.



Q14. Who is your favorite manga artist?

Rumiko Takahashi.

Q15. Do you feel a special pride for any of the games you've created?

Splendor Blast.

Q16. What qualities are necessary to be a game designer?

1. Sleep a lot. 2. Eat a lot. 3. Play a lot.

Q17. Do you play games outside of work?

Yes.

Q18. How does one become a game designer?

Do a lot of gaming.

Q19. Is there money in being a game designer?

Yes.

Q20. Is there a future to the career of game designer?

?

Twincam-16 / Sun Denshi (Sunsoft) / Route-16 Turbo



Q1. How or why did you become a video game designer?

I wonder that myself.

Q2. Are you religious?

Yes.

Q3. What are you most scared of?

Money and women.

Q4. What is the ultimate fast food?

Hakurakuten's super size Steak Burger.

Q5. Do you have a reoccurring dream?

My own house burning down.

Q6. If you hadn't been a game designer, what would you have been?

An ordinary company man.



Q7. Are you a person who loves eating?

Yes.

Q8. What is the thing you want most in the world now?

Money, a car, and a woman.

Q9. What was the first game you ever played?

Block-breaking game.

Q10. What do you hate most about computers?

When they go crazy, and start doing weird stuff and won't stop.

Q11. What do you like best about computers?

Their ability to handle tedious work.

Q12. What is your favorite game?

Route 16 Turbo.

Q13. Is there any game designer today who you've got your eye on?

The person who designed Runaway.

Q14. Who is your favorite manga artist?

Bats and Terry.

Q15. Do you feel a special pride for any of the games you've created?

Route 16 Turbo.

Q16. What qualities are necessary to be a game designer?

1. Poverty. 2. Ignorance. 3. A refined ability to ignore women.

Q17. Do you play games outside of work?

Yes.

Q18. How does one become a game designer?

Get hired by Sun Denshi. Make sure you get put in the software division, of course.

Q19. Is there money in being a game designer?

No.



Q20. Is there a future to the career of game designer?

Absolutely not. Before me, all I see is a wall.

Y. Kato / 28 / Sun Denshi (Sunsoft) / Arabian, Ikki



Q1. How or why did you become a video game designer?

Q2. Are you religious?

Yes.

Q3. What are you most scared of?

Violence.

Q4. What is the ultimate fast food?

Katsudon.

Q5. Do you have a reoccurring dream?

Dreams I'm being chased, dreams I'm falling.

Q6. If you hadn't been a game designer, what would you have been?

An engineer, of course.

Q7. Are you a person who loves eating?

Yes.

Q8. What is the thing you want most in the world now?

Two kids and a car.

Q9. What was the first game you ever played?

Block-breaking game.

Q10. What do you hate most about computers?

The fact that they don't do anything unless you tell them to.

Q11. What do you like best about computers?

They do exactly as they're told.

Q12. What is your favorite game?

Markham < [https://www.youtube.com/watch?](https://www.youtube.com/watch?v=8OGZWV4Ccds)

[v=8OGZWV4Ccds](https://www.youtube.com/watch?v=8OGZWV4Ccds)> .



Q13. Is there any game designer today who you've got your eye on?

The Sun Denshi staff.

Q14. Who is your favorite manga artist?

None.

Q15. Do you feel a special pride for any of the games you've created?

Pettan Pyuu < <https://www.youtube.com/watch?v=W6kR9p1reE8>>, Ikki.

Q16. What qualities are necessary to be a game designer?

1. Poverty (be able to ignore your hunger) 2. Be young at heart. 3. Honesty.

Q17. Do you play games outside of work?

Yes.

Q18. How does one become a game designer?

Join a company that makes games, or start your own.
Joining Sun Denshi would be a shortcut, of course...

Q19. Is there money in being a game designer?

Like a salaryman, I only make what the company does.

Q20. Is there a future to the career of game designer?

You won't get rich, you won't get status or fame, but there is a future.

Quattro Bajeeena / Jaleco / Formation Z



Q1. How or why did you become a video game designer?

[blank]

Q2. Are you religious?

No.

Q3. What are you most scared of?

Death.

Q4. What is the ultimate fast food?



Katsudon.

Q5. Do you have a reoccurring dream?

Dreams of the office.

Q6. If you hadn't been a game designer, what would you have been?

Musician (drummer)

Q7. Are you a person who loves eating?

No.

Q8. What is the thing you want most in the world now?

A new motorcycle, a new jeep, a new gun.

Q9. What was the first game you ever played?

Karuta. < <https://en.wikipedia.org/wiki/Karuta> >

Q10. What do you hate most about computers?

They can't think on their own.

Q11. What do you like best about computers?

They can do the same task over and over and never get tired.

Q12. What is your favorite game?

Airsoft.

Q13. Is there any game designer today who you've got your eye on?

Anyone other than myself.

Q14. Who is your favorite manga artist?

Satoru Makimura, Mitsuru Adachi.

Q15. Do you feel a special pride for any of the games you've created?

All of them.

Q16. What qualities are necessary to be a game designer?

1. Like manga 2. Have a non-conforming personality, a dreamer 3. Be able to make unfunny jokes with a straight face



Q17. Do you play games outside of work?

No.

Q18. How does one become a game designer?

Please give Jaleco a call. We're waiting to hear from you!

Q19. Is there money in being a game designer?

Yes.

Q20. Is there a future to the career of game designer?

Yes! Probably...

KUMA / 27 / Nichibutsu / Mahjong series



Q1. How or why did you become a video game designer?

[blank]

Q2. Are you religious?

No.

Q3. What are you most scared of?

The police.

Q4. What is the ultimate fast food?

Katsudon.

Q5. Do you have a reoccurring dream?

Dreams where I'm smoking cigarettes.

Q6. If you hadn't been a game designer, what would you have been?

Student.

Q7. Are you a person who loves eating?

No.

Q8. What is the thing you want most in the world now?

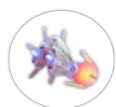
Money, time, energy.

Q9. What was the first game you ever played?

Ping pong.

Q10. What do you hate most about computers?

They're difficult.



Q11. What do you like best about computers?

They're smart.

Q12. What is your favorite game?

[blank]

Q13. Is there any game designer today who you've got your eye on?

[blank]

Q14. Who is your favorite manga artist?

Kazuo Koizumi; Takao Saitou

Q15. Do you feel a special pride for any of the games you've created?

[blank]

Q16. What qualities are necessary to be a game designer?

[blank]

Q17. Do you play games outside of work?

Yes.

Q18. How does one become a game designer?

Anyone can do it.

Q19. Is there money in being a game designer?

I don't know.

Q20. Is there a future to the career of game designer?

It's dark.

Kakashi / 26 / Nichibutsu / Fight of Exciter



Q1. How or why did you become a video game designer?

I wanted to share the games I've imagined with the rest of the world.

Q2. Are you religious?

No.

Q3. What are you most scared of?

Natural disasters.



Q4. What is the ultimate fast food?

Kitsune Udon.

Q5. Do you have a reoccurring dream?

I don't dream that much.

Q6. If you hadn't been a game designer, what would you have been?

Just a normal office employee.

Q7. Are you a person who loves eating?

No.

Q8. What is the thing you want most in the world now?

Money.

Q9. What was the first game you ever played?

I forgot.

Q10. What do you hate most about computers?

They don't do anything if you don't program them.

Q11. What do you like best about computers?

They'll do the same thing over and over without any complaints.

Q12. What is your favorite game?

Thought experiments.

Q13. Is there any game designer today who you've got your eye on?

No.

Q14. Who is your favorite manga artist?

Hikaru Yuzuki.

Q15. Do you feel a special pride for any of the games you've created?

COP-01.

Q16. What qualities are necessary to be a game designer?

1. Love games. 2. Ample patience. 3. Be willing to suffer hours of overtime until the game is complete.



Q17. Do you play games outside of work?

Yes.

Q18. How does one become a game designer?

Join a game company, come up with an interesting idea, and bring it straight to your bosses: no hesitation.

Q19. Is there money in being a game designer?

No.

Q20. Is there a future to the career of game designer?

No.

**Yosuke Yamashita / 26 / Nichibutsu / Seicross <
<https://en.wikipedia.org/wiki/Seicross>>**



Q1. How or why did you become a video game designer?

Just trying to earn my daily bread.

Q2. Are you religious?

Yes.

Q3. What are you most scared of?

Rika Nagata.

Q4. What is the ultimate fast food?

Chicken Ramen, Okonomiyaki.

Q5. Do you have a reoccurring dream?

Women.

Q6. If you hadn't been a game designer, what would you have been?

That's something I can only know in that moment.

Q7. Are you a person who loves eating?

Yes.

Q8. What is the thing you want most in the world now?

Money.

Q9. What was the first game you ever played?

Tag.



Q10. What do you hate most about computers?

When they don't understand what I want.

Q11. What do you like best about computers?

They're good for prototyping ideas.

Q12. What is your favorite game?

Trivia.

Q13. Is there any game designer today who you've got your eye on?

Michio Moriki.

Q14. Who is your favorite manga artist?

Osamu Tezuka.

Q15. Do you feel a special pride for any of the games you've created?

No.

Q16. What qualities are necessary to be a game designer?

1. Never rest. 2. Never be late. 3. Never work.

Q17. Do you play games outside of work?

No.

Q18. How does one become a game designer?

Go hang out at Sankaku park in Tennouji early in the morning, and that should do it.

Q19. Is there money in being a game designer?

No.

Q20. Is there a future to the career of game designer?

If BEEP can increase their subscribers, we should be ok!

**Shigeki Fujiwara / 25 / Nichibutsu / MagMax <
<https://en.wikipedia.org/wiki/MagMax>>**



Q1. How or why did you become a video game designer?

It happened without my realizing it.

Q2. Are you religious?



No.

Q3. What are you most scared of?

Women.

Q4. What is the ultimate fast food?

Oyakodon.

Q5. Do you have a reoccurring dream?

Yes, a dream where I've become a superhero.

Q6. If you hadn't been a game designer, what would you have been?

An illustrator of manga artist.

Q7. Are you a person who loves eating?

Yes.

Q8. What is the thing you want most in the world now?

An AV machine (a video projector)

Q9. What was the first game you ever played?

Game of Life (board game), ABC game

Q10. What do you hate most about computers?

They don't listen to you.

Q11. What do you like best about computers?

They don't lie.

Q12. What is your favorite game?

Game of Life, Mappy.

Q13. Is there any game designer today who you've got your eye on?

[blank]

Q14. Who is your favorite manga artist?

Fujio Fujiko.

Q15. Do you feel a special pride for any of the games you've created?

MagMax, and the game I'm working on now.



Q16. What qualities are necessary to be a game designer?

1. Curiosity 2. Childishness 3. Guts

Q17. Do you play games outside of work?

Yes.

Q18. How does one become a game designer?

Anyone can do it.

Q19. Is there money in being a game designer?

No.

Q20. Is there a future to the career of game designer?

Despair.

H. Iijima (Strong Shima) / 21 / Tehkan / Star Force



Q1. How or why did you become a video game designer?

I liked sharing things I've made with others.

Q2. Are you religious?

No.

Q3. What are you most scared of?

Nature's revenge.

Q4. What is the ultimate fast food?

Yakiniku lunch.

Q5. Do you have a reoccurring dream?

I don't dream.

Q6. If you hadn't been a game designer, what would you have been?

Stuntman (for **JAC** <

http://tokusatsu.wikia.com/wiki/Japan_Action_Enterprise>), Pro Wrestler

Q7. Are you a person who loves eating?

Yes.

Q8. What is the thing you want most in the world now?

patreon <
<https://patreon.com>



The strongest body in the world.

Q9. What was the first game you ever played?

Kick the can.

Q10. What do you hate most about computers?

I have to use my head.

Q11. What do you like best about computers?

They're convenient.

Q12. What is your favorite game?

Wrestling.

Q13. Is there any game designer today who you've got your eye on?

I don't pay attention to anyone.

Q14. Who is your favorite manga artist?

Tetsuo Hara.

Q15. Do you feel a special pride for any of the games you've created?

Death Star.

Q16. What qualities are necessary to be a game designer?

1. Fortitude. 2. Imagination. 3. Tenacity.

Q17. Do you play games outside of work?

Yes.

Q18. How does one become a game designer?

By wanting to be one.

Q19. Is there money in being a game designer?

No.

Q20. Is there a future to the career of game designer?

A bright future may be waiting...



Q1. How or why did you become a video game designer?

I wanted to create and draw characters.

Q2. Are you religious?

No.

Q3. What are you most scared of?

Grievous injury.

Q4. What is the ultimate fast food?

Katsudon.

Q5. Do you have a reoccurring dream?

Dreams with people from my company.

Q6. If you hadn't been a game designer, what would you have been?

Something in animation.

Q7. Are you a person who loves eating?

Yes.

Q8. What is the thing you want most in the world now?

A bigger room.

Q9. What was the first game you ever played?

Rock, paper, scissors.

Q10. What do you hate most about computers?

They lack survival instincts.

Q11. What do you like best about computers?

Their honesty.

Q12. What is your favorite game?

Monopoly.

Q13. Is there any game designer today who you've got your eye on?

Doug Smith.

Q14. Who is your favorite manga artist?

Hiroshi Masumura, Yousuke Takahashi.



Q15. Do you feel a special pride for any of the games you've created?

That's impossible for me to answer.

Q16. What qualities are necessary to be a game designer?

1. Creativity 2. A sense of balance and proportion 3. Good sense

Q17. Do you play games outside of work?

Yes.

Q18. How does one become a game designer?

By wanting to be one, and doing the work.

Q19. Is there money in being a game designer?

No.

Q20. Is there a future to the career of game designer?

Yes.

**Kazutoshi Ueda / 31 / Tehkan / Bomb Jack <
https://en.wikipedia.org/wiki/Bomb_Jack#Sequels>**

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Q1. How or why did you become a video game designer?

I wanted to make good games.

Q2. Are you religious?

No.

Q3. What are you most scared of?

People's hearts.

Q4. What is the ultimate fast food?

Katsudon.

Q5. Do you have a reoccurring dream?

I don't dream.

Q6. If you hadn't been a game designer, what would you have been?

Probably a game designer.

Q7. Are you a person who loves eating?



No.

Q8. What is the thing you want most in the world now?

A burning love.

Q9. What was the first game you ever played?

Bankers <

<http://www.amazon.co.jp/%E3%83%8F%E3%83%8A%E3%83%A4%E3%83%9E-%E3%83%90%E3%83%B3%E3%82%AB%E3%83%BC%E3%82%B9-%E5%BE%A9%E5%88%BB%E7%89%88/dp/B0002YNB>

M8>

M8>

M8>

M8>

M8>

Q10. What do you hate most about computers?

They have no heart.

Q11. What do you like best about computers?

Their ability to make quick decisions.

Q12. What is your favorite game?

Mahjong.

Q13. Is there any game designer today who you've got your eye on?

The person who made Space Invaders.

Q14. Who is your favorite manga artist?

Hiroshi Miyamoto.

Q15. Do you feel a special pride for any of the games you've created?

All of them, and none of them.

Q16. What qualities are necessary to be a game designer?

1. A thoughtful mind 2. An analytical mind 3. A critical mind

Q17. Do you play games outside of work?

Yes.

Q18. How does one become a game designer?



You have to really want to make a good game. You need that mindset.

Q19. Is there money in being a game designer?

No.

Q20. Is there a future to the career of game designer?

Yes.



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